

Home Computing WEEKLY

No. 79
Sept 11-17, 1984

45p



100 posters and games must be won

Four pages of reviews for:

Spectrum,
BBC/Electron,
Dragon, Amstrad,
TI-99/4A

Score a hat-trick
with our
Dragon game

Spectrum
Dragon
Amstrad

Plus:
news, your
letters, charts,
U.S. Scene...

TITANIC



CBM speech unit

Curish, which brought you the CIA award-winning Micro-Speech for the Spectrum, has now released Speech to the Commodore 64.

Costing £29.95, and available in the shops and by mail order, the speech synthesizer is a small box which plugs into the back of the Commodore with only one wire. The user makes use of alphabets, that is it uses individual speech sounds rather than recognizing only a limited vocabulary. It builds up words through sounds rather as you did when you first learnt to read.

Because of this feature it has, in theory, unlimited vocabulary. Sound is generated through the TV receiver and the design means that the system doesn't

Continued on page 5

Fuller bought up

Pfiffy Marm Systems, maker of Spectrum add-on, has been sold after financial problems which left Fuller with debts of £100,000. Marm is the company which bought up Pfiffy, and the company will retain Fuller's name.

Ray Backhouse, managing director of Pfiffy, now redundant together with 61 of the 12-strong staff, believes it need never have happened.

According to Mr Fuller, a magazine company applied for a winding up order as a result of a £1,000 debt. The petition was thrown out because the wrong company was named in the suit — Duffer Design instead of Pfiffy — but the court arrived at its confidence in the same way as its £80,000 loan under the small firms guarantee scheme was going through.

Mr Backhouse said this loan was to finance production for Christmas sales and that the £100,000 debt incurred was a normal operating balance.

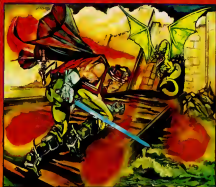
By the time, banks were particularly wary about computer companies, particularly since the demise of

Continued on page 5

IMAGIC

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How fast are your reflexes under stress?
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Home Computing WEEKLY

Now he's a dream
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SOFTWARE REVIEWS

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HOME COMPUTING
WEEKLY
BRITAIN'S BRIGHTEST



PROGRAMS

PROGRAMS

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Readers we welcome your programs, articles and tips.

Software houses send your software for review to the editor at the address below. And contact him for competition and other promotional tips.

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Simple Music Program TI-99/4A £5

Sanborn, 19 Albany Rd, South-
ampton, Hampshire SO4 5AL

This is a thoroughly powerful program, which requires both £200000 8A/5A, and a minimum drive system — a cassette and a single drive. It allows you to store or play a sequence of eight notes, 10 steps, 10 rests, and can be set up to play 8, 9 and 10.

You can open a melody from their music directory to sound the single note continuously quite easily, and because of the slow speed of the internal operating system the data system is used, so that the data file is compatible with both TI-Writer and

Bitbit/Amstrad — both of which support the 32K 8A/5A expansion. It is the simplicity which makes the program powerful.

On playback, the tempo can be set, and a chain sample examined. The maximum exposed number of notes is 40, and the options has a capacity of 200 or more.

Documentation is sparse but adequate, although the program may have limited appeal due to its requirement of an expensive system.

instructions	95%
size of our display	95%
value for money	100%

★★★★★

Home Budget Amstrad £9.95

Unit 12, Heronbridge Park, Harrogate Rd, Poughams, South GL2 7PH

There is very little personal software yet available for the Amstrad, but if this can be seen as an indicator of the standard it should be very high indeed. An idea came from the Pigeon in a budgeting package which allows you to set up the ideal budget for your income and then at the year's end you can compare the actual against yours and see the results.

This is not a calculator keypad as a whole 87° program but unlike the more familiar spreadsheets it is very user friendly and all the

major work has been done for you. There are 10 categories for your savings and the for the current season. This is quite adequate for most needs and as you use the software it is very simple there should be very few problems here.

There is a printer option available on screen. Another useful feature is the bar chart showing in full colour and three dimensions. I will be surprised to keep my bank account in the black this year.

instructions	95%
size of our display	95%
value for money	100%

★★★★★

Answer Rock Junior Quiz BBC Electron £10.95

Leamers, 11 Pigeon Close, Barnside L25 8LN

Have you ever wanted a program to saved the kids on those long winter nights when there is nothing more watching on TV? This could be for you. It is a program containing 31 sets of questions with 10 questions per set.

It doesn't matter what your children's IQ, there are questions from memory games to science from facts on spelling and from games to trivia.

The package consists of a master control program, which can also be used to generate your own questions and 10 different worksheets containing the questions and answers. It's also a nice and likely to pass the time and type of game that children enjoy. Unfortunately it is designed for only one child, and it would have been great if it had been a set, for the range of options provided is excellent.

This is a good, interesting and flexible game but I wouldn't recommend it is too educational.

instructions	95%
size of our display	95%
graphics	100%
value for money	100%

★★★★★

Brain teasers and mind improvers

Make yourself feel better — learn something new. These games will make you think and teach you a thing or two

Ancient and Royal TI-99/4A £4.95

Edinley, 11 Leif Close, Bedford, Beds MK44 7EL

I'm not going, but the Extended BASIC version of the game would seem adequate to me. It has 400 five questions of difficulty and one or two players may participate. Unfortunately, the keyboard code does not seem to be properly documented, so don't have your finger on the keys when making advances in the top up to a game.

With CAS (if you add, it's a good idea) and there are two versions of 5 and 10 levels. For a student, for each level you should be at the end of the week, it is calculated from your score.

The last version, collected on

a single 84 sheet, are comprehensive. All the usual boards are present and all you have to do is enter which game you want and which division the ball is divided. There are eight divisions, each with a number 1 to 8, and a further number 1 to 8, giving quite broad educational control.

A comprehensive and generally well thought-out game, although there are one or two things which are missing. The division, which is a number, is usually displayed, and the "4" symbol has been replaced, making only a few scores look odd.

instructions	95%
size of our display	95%
graphics	100%
value for money	100%

★★★★★

Physics (Optics) 48K Spectrum £7.50

David Miles, 10a Commercial Rd, Weymouth, Dorset

Added to the secondary 11/12 has groups, this program teaches students to undertake physics experiments which would normally require classroom facilities.

There are three main sub-programs: reflection, a Ray-trace, cosine curves and refraction. The first part gives an explanation of light as a wave, and then shows the results of light rays in 3D space. It is a 3D program and then shows the results of light rays in 3D space. It is a 3D program and then shows the results of light rays in 3D space. It is a 3D program and then shows the results of light rays in 3D space.

The work is a complete course, long, comprehensive, followed by definitions of C, R and A, and then the demonstration of how the definitions are used. The program follows, leading to further explanations, experiments, questions, etc.

Calculations involve 1700 to 1.5 and 5000 to 1.5 and are designed to ensure they are understood — unfortunately another bug has appeared. No one.

Two other bugs remain, one, related to instructions and the other, related to the use of the add key.

instructions	75%
size of our display	95%
graphics	100%
value for money	100%

★★★★★

In this week's competition you get the chance to really test your nerve by winning a copy of Palace Software's exciting new game, *The Evil Dead*.

We're giving away 100 copies of this superb thriller plus 100 posters. The game is worth £5.99 and the posters are worth £3.50 each so you could win over £10 worth of prizes.

The game is currently available for the Commodore 64 and is BBC II version is in the pipeline so when you enter you can choose either one. Specimen posters may like to know that a version of *The Evil Dead* will be available for their system in the autumn.

The Evil Dead is based on the 1980 horror movie of the same name which was immensely popular in the cinema and on video too.

The plot concerns the exploration of a group of teenagers trapped in an isolated cabin by vicious spirits of the undead. One by one they become possessed by these evils and start to kill each other when it starts on discovering the horror.

Palace's version of *The Evil Dead* closely follows the storyline of the film, but it's here to have your wish about just the first-moving game and all your skills and experience are necessary if you want to escape the fate which could be waiting round the next corner.

You play most of the people trapped in the house and in the early of the game you even try and prevent the evil dead from reaching. As the game progresses your friends begin to turn into zombies and you must try and defeat and dispose an increasing number of them to save yourself from death. It gives you plenty to think about and is guaranteed to make even the best skill and strategy.

The programming is top-notch and you could be surprised at the intelligence of the zombies to match you.

This competition is familiar to all you regular *PCW* readers — you enter the differences between the two pictures each time and write the number on the back of an envelope.

Good luck!

Win an encounter with



How to enter

Study the two pictures — there are a number of differences between them. Circle the differences on picture B and list the numbers and positions on the envelope. Write clearly the number of differences you found on the back of the envelope.

Post your entry to *Evil Dead Competition*, Home Computing Weekly, No 1 Golden Square, London W1X 1AB. Entries close at five pm on Friday September 28, 1984.

This may seem to many that to you make, but each entry must be on an official coupon — see a page and enclosed is a request envelope. Important: please follow carefully the conditions on entering — incomplete coupons and entries in envelopes with no numbers on the back cannot be considered. If you are a winner, the coupon will be sent as a help to send your prize to your working is essential.

The rules

Entries will not be accepted from proprietors of Home Computing Publications, Palace Software and Adventure Partners & Sons. The competition also applies to employees' families and agents of the companies. The draw is done before the end of the rules.

Here's your chance to win the thrilling new arcade game from Palace Software — plus a matching poster

Palace Software Competition

Entry Coupon

Name: _____

Address: _____

post code: _____

Number of differences found: _____

Type of computer: Commodore 64 ... BBC II ... (please tick)

Complete clearly and help — if you are a winner this will act as a check. Post to *Evil Dead Competition*, Home Computing Weekly, No 1 Golden Square, London W1X 1AB, closing time: five pm Friday September 28, 1984. Don't forget to make clearly the amount paid to your winner including writing the number of differences on the back of your envelope.



Match of the day

The football season may be over, but soccer still plays on in your front room. Live out your wildest dreams and score hat-tricks in this game by Nigel Thomas



Do you have dreams of playing for Liverpool? Are you a soccer star who wants to go far?

If so, this game will interest you. It's a game of soccer which you must see your screen. OK, so this isn't Arsenal, but nevertheless you will need to have fairly good reactions and a quick turn of speed.

Play against a friend. You can each move him to stop the

ball from passing your defence and scoring goals. Players can move the ball fast, using the up and down arrow keys. Player two moves the ball fast with the left and right (joystick) keys.

Practice your skills on the small screen and who knows — you may find yourself at Wembley one of these days, playing for England.

How it works

- 20 your score variable
- 25-50 directions
- 100-150 set up screen
- 150-180 goal dimensions on screen
- 180-200 set position and direction of ball
- 200-250 move ball
- 250-300 check if ball hit the anything, change direction accordingly
- 300-350 check if goal has been scored
- 350-380 move team
- 380 put score at top of screen
- 400-450 check if loop needs to be entered
- 450 score ends loop

Variables

- 20 blue team's score
- 25 red team's score
- 25 delay before first instructions on screen
- 30 jump used to draw redlines
- 35 blue team's position
- 35 red team's position
- 40 horizontal position of ball
- 40 vertical position of ball
- 45 direction in which ball is heading
- 70 ball

PROGRAM



```

10 S=0:SS=0
20 CLS
30 PRINT#6,"match of the day"
40 PRINT#40,"*****"
50 PRINT#77,"A GAME FOR 2 PLAYERS. PLAYER ONE MOVES THE BLUE BATS WITH THE UP AND
D DOWN ARROW KEYS. PLAYER TWO MOVES THE RED BATS WITH THE LEFT FOR UP AND RIGHT
FOR DOWN."
60 PRINT#259,"STOP THE BALL FROM PASSING YOU OR YOUR OPPONENT WILL SCORE A GOAL."
7000 LUCK BOTH TEAMS.
70 P="10000P6DP6DP6DP6P"
80 PLAYP=P+P+P+P
90 FORV=1 TO 1000:NEXT
100 CLS
110 FORW=1 TO 30
120 PRINT#4+32,CHR$(170);
130 PRINT#4+400,CHR$(200);
140 NEXTA
150 PRINT#1,"score";;PRINT#45,"score";
160 S=0;X=0
170 SET(3,X,3):SET(3,X+1,3):SET(3,X+2,3):SET(17,X,3):SET(17,X+1,3):SET(17,X+2,3)
180 SET(44,X,4):SET(44,X+1,4):SET(44,X+2,4):SET(44,X,4):SET(44,X+1,4):SET(44,X+2,4)
190 G=3;K=0
200 D=KND(4)
210 RESET(0,K)
220 IFD=1 THEN D=D-1;K=K-1
230 IFD=2 THEN D=D+1;K=K+1
240 IFD=3 THEN D=D-1;K=K+1
250 IFD=4 THEN D=D+1;K=K+1
260 SET(0,K,0)
270 IFFPOINT(0,K-1)=0 THEN D=D+2;SOUND(20,1)
280 IFFPOINT(0,K+1)=0 THEN D=D-2;SOUND(20,1)
290 IFFPOINT(0-1,K)=0 AND D=3 THEN D=4;SOUND(20,1)
300 IFFPOINT(0-1,K)=0 AND D=1 THEN D=2;SOUND(20,1)
310 IFFPOINT(0+1,K)=4 AND D=4 THEN D=3;SOUND(20,1)
320 IFFPOINT(0+1,K)=4 AND D=2 THEN D=1;SOUND(20,1)
330 IFD=1 THEN SS=SS+1;SOUND(1,25):GOTO 100
340 IFD=2 THEN D=D+1;SOUND(1,25):GOTO 100
350 IFFPK(1341)=223 AND X=4 THEN RESET(3,X+2);RESET(17,X+2);SET(3,X-1,3);SET(17,X-1,3);X=X-1
360 IFFPK(1341)=223 AND X<27 THEN RESET(3,X);RESET(17,X);SET(3,X+3,3);SET(17,X+3,3);X=X+1
370 IFFPK(1341)=223 AND XX=4 THEN RESET(44,XX+2);RESET(44,XX+2);SET(44,XX-1,4);SET(44,XX-1,4);XX=XX-1
380 IFFPK(1341)=223 AND XX<27 THEN RESET(44,XX);RESET(44,XX);SET(44,XX+3,4);SET(44,XX+3,4);XX=XX+1
390 PRINT#7,S;PRINT#22,SS;
400 IF D=1 THEN 210
410 IF D=2 THEN 210
420 IF D=3 THEN 210
430 IF D=4 THEN 210
440 GOTO100

```



Voodoo Castle £2K BBC £7.95

Adventure International, 115
Jude Street St, Birmingham B1
1JL

This original Rpg. Adams
adventure left me a little baffled
(Was having a second look at the
manuals didn't improve my
situation)

The idea is that you visit some
real world locations. This sounds
major initiative, and so that
with progression is quite slow

You are chosen to face the
cursed Coast. Come from the
dark deep. You do that by
collecting objects and then as
you move from location to
location. You are advised to
draw a map but don't forget to

leave more space around the
map to allow for newly
discovered locations. Most of the
objects seem to purpose and the
way they are used the adventure
reminds me of a really boring
game, but better — there are a
few odd pieces

An excellent feature is being
able to travel to any of our four
reloading table and carrying on

It seems a little long, but I
enjoyed the first 10-15% (which
I missed and I have progressed a
great deal. More points like this
please from Adams!

M.R.

instructions	70%
size of our	60%
display	60%
value for money	60%



Serpents Lair £2K BBC £4.95

Camsoft, 7 Roman St, Leeds
LS4 2DR

The adventure for children is
how the manufacturer describe
the program and a good
adventure it is. As I would
expect it to be of interest to all
new adventures rather than just
the younger crowd. I am one of the
family going weekend

There is an educational
purpose too. All the locations are
correctly located geographically
and you are encouraged to make
a map to you go along, checking
with an atlas. It's a good job you
are flying on a map so you
because some of the (perhaps
my location are a fair distance

apart, south from London is
Wales! The supporting story is a
bit and there are a number of endings
to be solved. I looked at the
helping to check for some of them.

The use of graphics in some
locations is good and adds to the
game rather than distracting from
it. What also impressed me was
the quality of programming a Rpg
adventure. This is probably due
to the small vocabulary though.
A pleasant but adventure in
every way, and from Camsoft

B.L.

instructions	60%
playability	60%
graphics	10%
value for money	60%



The Last Jedi 48K Spectrum £5.50

Amazing Games, 19 Maple St,
Burgess Hill, West Sussex RH11
1TX

You must save the galaxy by
taking the evil Emperor, located
somewhere on a planet of over 500
planets. Your quest in this rpg
adventure is designed and your
path is blocked by obstacles and
dangerous monsters. However,
many enemies are encountered
and many planets have deadly
the main characters. Although
the few characters are unique,
with their friends of the Jedi not
enough like it.

There are some interesting
quests but too many in relation
to the number of planets and
some appear out of place in a
distant galaxy. For example, the
program refers to an old Jedi
planet and a medieval legend
about the wizard.

The characters are compe-
titive but all seem to read the
same lack of computer
because there are only a handful
of commands

Input is poor, varying from
unintentional to some different
key reading

Your PC Power is necessary of
your skills in well some
characters to sleep, strength and
Lighthearted energy are chosen —
even if you don't have a light
saber. Lighthearted is adopted
throughout

More and today M.R.

instructions	60%
playability	60%
graphics	60%
value for money	40%



Venture into the unknown

Who knows what awaits you?
Take your courage in both
hands and journey into
strange worlds. Follow your
quest and find your destiny

Holdfast Amstrad £9.95

Coma Company, Unit 11,
Hartford Park, Warwick Rd,
Poughlyton, Leeds LS2 7TW

This is one of those role playing
adventures taken over a slightly
different system. That you are
in the midst of a civil dissen-
sion, trying to organize a (disor-
der) protest in the government
of the day. This makes the
program that much more interest-
ing than the usual type of
disorder game

The game is played on a text
only with a more attractive
range of colors and graphics.
There is a useful, more
information becomes available,
and a version of the current
report that you have in both

English and germanian. I don't
know whether it's new to you, but
I can't get down to make any
conclusion at all. They spend
most of their time working on the
police to arrest my helpers

There is a range of objects and
characters but the game can be
repeated if you play in a number
of ways or after another. The
main feature is that you get to
visit other characters of your
other villages, starting to give
up the struggle. The game just
ends

A good, non-violent playing
game of moderate interest. (B.L.)

instructions	70%
playability	70%
graphics	60%
value for money	70%



Return of the King Dragon £9.95

Whitworth, 80 Lichfield Park Rd,
Balford, Middlesex EN4 7PL

If you like adventures of any sort
then this must be for you. This
adventure has its origin in The
King of Dragons and some of
the ideas are similar. The game
contains four parts, in my
knowledge, each one taking up a
large part of history and all in
real-time mode

The game starts with the
story of a dragon, then it all
with accompanying characters.
You then discover plots for
each character, including
and involving all organizations.
This then you find the same part
of the program which places you
in a decision point. Now you
make decisions after discovery
making your way to different
parts, which are the high
conclusion events

It's a fascinating world full
of monsters, interesting legends,
plots and some very colorful
characters who accompany you
to help, advise and keep up a
concentration with you

The graphics are fascinating
and varied. I have no room to
describe them, but suffice it to
say that there is more than you
can see with it. One consistency
though

It's a difficult adventure to
solve but not to play and for that
reason it is the most rewarding for
the fans featured. The other
adventure drawback is the time a
player to lead different parts

B.L.

instructions	60%
playability	60%
graphics	10%
value for money	100%



No.2

LATEST NEWS

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opponent - Individual and team play

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searches the creepy catacombs below
the fabled tomb of Tooluccamoor!



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Brain Lords!*

CHART ACTION

QUICKSILVA TOP 20 JUNE 1986

NAME	MACHINE	PRICE
1. Transformer	-C64 64 -	£7
2. Fred	-48K Spec -	£7
3. Art Attack	-64K Spec -	£5
4. Boopaboo	-C64 64 -	£7
5. The Gnomes	-48K Spec -	£5
6. Mind Out	-Electron -	£5
7. Galaxian*	-48K Spec -	£6
8. Ship 64	-C64 64 -	£7
9. Bagpuss	-48K Spec -	£5
10. Dragonair	-48K Spec -	£5
11. Escapade	-C64 64 -	£7
12. Aquaplane	-C64 64 -	£7
13. Galaxian*	-BBC B -	£6
14. Galaxian*	-Electron -	£5
15. Video's Inn	-Quintanor -	£5
16. Mind Out	-Duo/Micro -	£6
17. Jargon	-C64 64 -	£14
18. Dune 2*	-BBC B -	£14
19. Torpedo	-4K 25 -	£5
20. Quantum Warrior	-C64 64 -	£7

*New Release

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mind and reflexes. Control city traffic
during rush-hour - an entirely original
game

an Olympiad
spectacular
from
**Software
STUDIOS**

GAMES 64
48K Spectrum £9.95
Limited Gold Medal
Medal edition contains
7 certificates, full instructions
and background information

Available from
WHSMITH **HOODSTOWN** **John Williams**

and leading independent specialist computer centres

3D Monster Chase

Boxset, 272 Asgill Ave, Slough

Although you might not realise it from the title, this is a maze game in which you have not only a three-level maze to contend with but also a set of maze doors to use as the game gives you a map for you to navigate through where you are and what is there with you.

I must remark how useful the instructions are though. There is very little real explanation of the rules before you see the maze you have to navigate with which avoids most bad 3D maze confusion. There is even a couple about which key to press in each case.

The screen is changed very

quickly, so the waiting is kept to a minimum.

A 3D maze. The directional cursor keys are almost revolutionary, however, and have to be held down. Perhaps the joystick is more responsive to use.

The range of opponents isn't expanded to monsters, they are also water-sprite bats. Bats, in defence, like to regenerate and turn to find. All told an interesting interpretation of an old idea which is badly in need of the change mentioned above. **BC**

instructions
playability
graphics
value for money

90%
70%
80%
85%



Dung Rider 32K BBC £7.95

Marty Power, Sharnbrook House, Litch LST 1AD

Have you got three eyes and the ability to do more than three things at once? Well, what I enjoyed in this new game 'Dung Rider' is that you can do more than three things at once. You can control the horse, the rider and the sword in the same time, before I let them.

The game involves around your having to turn the world by using some plans. From here to there is quickly to be possible. To do this you have a dung horse with self-protection and the ability to fly both forward and upwards.

There is an also blockad two, with plenty of events and figures.

who are likely to prevent your success. There is also a problem as you have to shoot these monsters and make sure the stuff works on the screen.

Now do you see what I mean? Your eyes have to be high on the sky and on the ground. It has made you feel like a 'Dung Rider' in 3D but I think you'll prefer to be in the BBC. The graphics are good and the game has that interesting quality, which leads to completion. **BC**

instructions
playability
graphics
value for money

90%
90%
90%
90%



Paranoid Pete 32K BBC £7.95

Look, 44 Rotherhithe Rd, Gorton, Newcastle upon Tyne

Now this really is original. A game to play in the 'Paranoid' world is full of things you'll never find. You'll find them in this game. For there is a growing threat of where which means, that the more trouble you are in, the more trouble you are in.

The 'Paranoid' world is a 'Paranoid' world. It's a world where you can get the most trouble, where you can get the most trouble, where you can get the most trouble, where you can get the most trouble.

So off you go to the world, where you can get the most trouble, where you can get the most trouble, where you can get the most trouble, where you can get the most trouble.

A good and interesting game with a growing threat. It's a game where you can get the most trouble, where you can get the most trouble, where you can get the most trouble, where you can get the most trouble.

instructions
playability
graphics
value for money

90%
90%
90%
90%



Games which pack a punch

These are all-action, finger-twitching, manic games.

Can you stand the pace?

Atom Smasher Amstrad £6.95

Boxset, 272 Asgill Ave, Slough, Bucks

A real action game that, for you, has to be a real game. It is a game where you can get the most trouble, where you can get the most trouble, where you can get the most trouble, where you can get the most trouble.

A valuable feature is the screen to tell you the key to use that you wish to use. It's a game where you can get the most trouble, where you can get the most trouble, where you can get the most trouble, where you can get the most trouble.

step also spend the whole game in a very fast pace. It's a game where you can get the most trouble, where you can get the most trouble, where you can get the most trouble, where you can get the most trouble.

The 'Atom Smasher' is a game where you can get the most trouble, where you can get the most trouble, where you can get the most trouble, where you can get the most trouble.

instructions
playability
graphics
value for money

90%
90%
90%
90%



Chouh Electron £7.95

Marty Power, Sharnbrook House, Litch LST 1AD

This is another of the up-and-coming 'Chouh' games. It's a game where you can get the most trouble, where you can get the most trouble, where you can get the most trouble, where you can get the most trouble.

There are various levels of difficulty to set on your own, and a special game, which, can be played in a game where you can get the most trouble, where you can get the most trouble, where you can get the most trouble, where you can get the most trouble.

The game is a game where you can get the most trouble, where you can get the most trouble, where you can get the most trouble, where you can get the most trouble.

instructions
playability
graphics
value for money

90%
90%
90%
90%



TI-99/4A GAMES FOR EVERYONE



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The computer game is DEAD...

Is it a computer or a video game?

Is it a computer or is it a video game? That is the question. Will, when it comes to the newest Atom model 7000, the answer may be a little of both. One thing is clear: it is likely that the future of all dedicated video game machines will be decided by how well the 7000 does in the marketplace. Just Atom is looking at how well the 7000 does in the marketplace. Just Atom is looking at how well the 7000 does in the marketplace. Just Atom is looking at how well the 7000 does in the marketplace.

The 7000 is scheduled to be shipped this month, and is expected to make its debut carrying a \$150 suggested retail price tag. It currently represents a lot of features for the money. By expanding the amount of available RAM and ROM, the system will allow programmers to concentrate on offering creative games having excellent graphics instead of having to concentrate on how to overcome hardware limitations. Still, even Atom does not expect the machine to sell as well as did its model 5000, nor does it expect the product to attract many third party programs for at least a year.

Atom spent \$25,000 on a market research study which indicated that 45 per cent of its people surveyed would "definitely" buy the machine, and 34 per cent stated that they would "probably" buy it. As such surveys go, a "definitely" response of 26 per cent or more is indicative of success in the marketplace, leading Atom officials to believe that they will have captured the number one position in video game machines within the next 12 months. According to this same survey, 75 per cent of those potential buyers would be interested in buying a keyboard.

This seems to be the best way to get parents to buy such a machine for their kids, as the so-called "Impulsed parents" market is now saturated. They were the parents who impulsively realized one day that they had bought and threw a machine for fear the poor device would lose out as the computer/video game, and realizing there was no hole stuffed software out there for these old machines.

For itself is where Atom may be heading with this machine as they look just on its side. The expansion port can handle video and computer data. Atom isn't talking yet, but it doesn't like much importance to visualize a video disc or compact disc drive or other mass storage device hooked up and on-line. Atom thinks many families won't buy products otherwise, a just way to that Atom, having re-defined itself to bringing high quality entertainment products to a willing public, may require that public to live for a dedicated game machine with the form of a home computer. This model 7000 certainly is the machine to watch in the next year.

I was quite amazed when I found out about this new atom. It was quite a surprise to me that there are few kids working with it. I was surprised, and many of them are in the marketing department. Even the new Commodore will report a "hard" computer only for the education market. It is likely to be the Commodore 64, and will run all Commodore software, but will be the same one as the old PET. The Commodore 64 will come with a built-in screen, screen monitor and be completely priced, probably under \$200. The new will work with the 1240 disc drive.

Now to see quickly, the company is in the market trying to drive out a way to make the kids work with the older 5000 and 6000 disc drives and in use in lots of schools. It is likely that this move will mark the end of the line for PET sales in this country, as most of the PET software has already been converted over to run on the Commodore 64. The computer itself will not be sold as small stores, but rather will be marketed through

Commodore's educational dealer network. A moment of silence in memory of the faithful old PET, in constant service since 1977.

★ ★ ★ ★

And now, a few words from your Commodore 64. A musical software program from Ex Tech Software of San Jose City CA, will be out in a rolling version soon. Human voice will be speaking in short as they compose music on the keyboard of a Commodore 64. The firm markets two other software programs, Management System 64, a business program, and Super Match 64, another educational program.

A spokesman for the company indicated that the program worked more like a teacher than a student, responding to a human voice with human inflections and pitch instead of with an electronic machine-like voice. According to Ex Tech, there is the first software line to use a natural voice in the market. Ex Tech is offering \$5 demo discs of the program which can be ordered against the \$29.95 price if you purchase the program later. If you want to obtain more information about the program and/or the demo discs, write or call Ex Tech Software, P.O. Box 103, San Jose, California 95131, (415) 761-0001. It sounds like a worthwhile investment in a musical education.

★ ★ ★ ★

A couple of short notes. Due to the sales of the IBM PCs, the firm has offered to give its dealers credit against future purchases. This is being done in an effort to clear the large backlog of unshipped machines. At the same time, IBM is also planning to lower the price of its upper PC in the next couple of months. Apparently the actual of the clones has done its job, and even IBM can be made to feel the pinch.

★ ★ ★ ★

Here's one about a fantastic new printer from Epson. Their new 10-cdot matrix printer is able to print up to seven columns using a full-colour ribbon. Black, yellow, magenta, and cyan are available in one pass. Pages, images and text are produced in two passes by overprinting one of the basic colours with another. Additionally, if full colour capability is not always required, all black ribbons can be purchased. The printer will print the full 10 character set in 12 (12x12) characters. Additionally, the user can load in special fonts and character sets for engineering, foreign languages, marks, and medical uses.

A series of front panel switches makes it easy to control special print functions such as underlines, all- and overprint, compressed and expanded printing, underlines, and other type style. The printer has a one-time setup rate, meaning that it can print documents and/or projects in the same style vertically and horizontally. This allows the printing of very accurate graphs, including bar charts. It uses a 9 x 9 dot matrix.

The characters have true descenders, and the unit has proportional spacing at will. The 10-cdot unit is standard parallel (Centronics-compatible) interface. Epson offers optional interface adapters so that the unit can connect serial data transmission or be connected by an RS232C ROM driver. The unit will be marketed for about \$200. Happy shopping!

That's it for this week. See you next time.

Bob Ives, Fairfield, California.

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ARCADE

1 Full Throttle	Microcops	Spectrum 16
2 Galaxy Demolition	Decision	COM 64 11
3 Saturn Night	Ultimate	Spectrum 16
4 Wacky Moon	Gravim	Spectrum 16
5 Decision	Activation	COM 64 11
6 Beach Head	LE Gold	COM 64 10
7 Jet Set Willy	S. Proverbs	Spectrum 16
8 Gladius Demolition	Star	Spectrum 16
9 Turbo Pigeon	Gravim	COM 64 10
10 Watchdog 2	Phon	Spectrum 16

NON-ARCADE

1 Lords of Misdeeds	Beyond	Spectrum 16
2 Muppy	Metbourne Inc	Spectrum 16
3 Pictol	Archivision	COM 64 10
4 Vultures	Legend	COM 64 10
5 Star Trader	BuyByte	Spectrum 16
6 Savage Hunt	Starcode	COM 16
7 Not of Stone	Argus	COM 64 10
8 Candy Adventure	Metbourne Inc	COM 64 11
9 Mastermind	Compendium	COM 64 11
10 The Inferno	B. Shepherd	Spectrum 16

Compiled with the assistance of Britain's leading software distributors, including: Pinnacle, SLS, PGL, Webster, PGI and Software Centre.

SPECTRUM

1 Demos	Worthing
2 Jet Set Willy	1. Proverbs 16
3 Full Throttle	Activision 16
4 Square One	Starcode 11
5 Cannon	Spectrum 16
6 Metbourne	Proverbs 16
7 Turbo Attack	Metbourne 16
8 Lords of Misdeeds	Proverbs 11
9 Mastermind	BuyByte 11
10 Watchdog 2	Ultimate 16

COMMODORE 64

1 Beach Head	LE Gold 11
2 Mastermind	Compendium 16
3 Jet Set Willy	Metbourne 16
4 Gravim	Archivision 11
5 Star Trader	BuyByte 16
6 Pictol	S. Proverbs 16
7 Turbo Pigeon	B. Metbourne 11
8 Jet Set Willy	Metbourne 16

DRAGON 32

1 Demos	Metbourne 16
2 Jet Set Willy	Proverbs 11
3 Square One	Metbourne 16
4 Cannon	Metbourne 11
5 Turbo Attack	Metbourne 16
6 Lords of Misdeeds	Metbourne 16
7 Mastermind	Metbourne 11

Compiled by M. H. Smith and Webster. Figures in brackets are last week's position.

VIC-20

1 Jet Set Willy	Metbourne 16
2 Turbo Attack	Metbourne 16
3 Cannon	Metbourne 16
4 Square One	Metbourne 16
5 Jet Set Willy	Metbourne 16
6 Turbo Attack	Metbourne 16
7 Cannon	Metbourne 16
8 Jet Set Willy	Metbourne 16
9 Turbo Attack	Metbourne 16
10 Cannon	Metbourne 16

BBC

1 Jet Set Willy	Metbourne 16
2 Turbo Attack	Metbourne 16
3 Cannon	Metbourne 16
4 Square One	Metbourne 16
5 Jet Set Willy	Metbourne 16
6 Turbo Attack	Metbourne 16
7 Cannon	Metbourne 16
8 Jet Set Willy	Metbourne 16
9 Turbo Attack	Metbourne 16
10 Cannon	Metbourne 16

ZX81

1 Jet Set Willy	Metbourne 16
2 Turbo Attack	Metbourne 16
3 Cannon	Metbourne 16
4 Square One	Metbourne 16
5 Jet Set Willy	Metbourne 16
6 Turbo Attack	Metbourne 16
7 Cannon	Metbourne 16
8 Jet Set Willy	Metbourne 16
9 Turbo Attack	Metbourne 16
10 Cannon	Metbourne 16

PROGRAM

[illegible]

SPECTRUM PROGRAM

```

1150 IF ATTR (j+1,a)=3 THEN GO SUB 2000
1170 IF ATTR (j+1,a)=3 THEN LET j=a+1: LET p=3: BEEP .001,30
1180 IF ATTR (j,a)=3 THEN LET j=a+1: LET p=1
1215 PRINT AT j,a;"B"AT j-3,a;" "
1217 IF ATTR (j+1,a)=3 THEN LET p=1: BEEP .001,30
1300 IF j=3 THEN GO TO 2000
1999 GO TO 1040
2000 LET j=a+1: LET b=b+1: PRINT AT j,a;"B"AT j-1,a;"A"AT j-2,a;" "
2010 IF ATTR (j+1,a)=3 THEN LET p=1: LET b=1: GO TO 1141
2020 IF ATTR (j+1,a)=3 AND b=4 THEN GO TO 2030
2025 RETURN
2030 LET j=a+1: PRINT AT j,a;"B"AT j-1,a;"A"AT j-2,a;" "
2040 IF ATTR (j+1,a)=3 THEN PRINT AT j,a;"A"AT j-1,a;" " BEEP .1,0: GO TO 21
20
2080 GO TO 2030
2100 LET i=a+1: IF i=0 THEN GO TO 3000
2110 CLS : GO TO 750
2150 IF ATTR (i+1,a)=3 THEN BEEP .001,40: LET s=s+10: PRINT AT 0,7: INK 7;sc:
PRINT AT j+1,a;" "
2301 LET s=s+2: IF ATTR (x-2,y)=3 THEN PRINT AT x-2,y;" "
2303 IF x=30 THEN LET s=1: LET y=INT (RND*31)
2340 IF ATTR (x,y)=3 THEN PRINT AT x,y: INK 3;"B"
2370 IF s=3 AND y=0 OR s=1 AND y=0 THEN GO TO 2040
2499 RETURN
2500 FOR 3000,50 FOR s=0 TO 3: RANDOMIZE USR 3000: NEXT s
2510 LET s=s+1: IF s=7 THEN GO SUB 3000
2520 LET s=s+3000
2999 CLS : GO TO 800
4000 IF ATTR (j+1,a)=3 THEN BEEP .001,40: LET s=s+10: PRINT AT 0,7: INK 7;sc:
PRINT AT j+1,a;" "
4010 LET s=1: IF ATTR (y,x)=3 THEN PRINT AT y,x+1;" " LET x=31: LET y=INT (R
ND*10)+1: RETURN
4020 PRINT AT y,x: INK 3;"P"AT y,x+1: INK 3;" "
4030 IF s=0 THEN PRINT AT y,x;" " LET s=31: LET y=INT (RND*10)+1
4040 IF y=1 AND s=0 OR y=1 AND s=0 THEN GO TO 2040
4999 RETURN
5000 IF ATTR (j+1,a)=3 THEN BEEP .001,40: LET s=s+10: PRINT AT 0,7: INK 7;sc:
PRINT AT j+1,a;" "
5010 PRINT AT 15,15+3: INK 3;" " INK 3;"KLM" INK 3;" "AT 5,11+3;" " INK 3;"K
M" INK 3;" "
5020 GO TO 3000+y
5030 LET s=s+1: IF s=3 THEN LET y=10
5041 GO TO 5030
5040 LET s=s-3: IF s=-1 THEN LET y=0
5999 RETURN
6000 IF ATTR (j+1,a)=3 THEN BEEP .001,40: LET s=s+10: PRINT AT 0,7: INK 7;sc:
PRINT AT j+1,a;" "
6010 LET j=a+1
6020 GO TO 6030+y
6031 PRINT AT 14,25: INK 7: PAPER 1;"000"AT 5,10;"00" GO TO 6040
6033 PRINT AT 15,25: INK 3;" "AT 5,10;" " IF s=3 THEN LET s=-1
1999 RETURN
7000 IF ATTR (j+1,a)=3 THEN FOR s=0 TO 4: FOR 3000,5*(s+2): RANDOMIZE USR 3
000: NEXT s: GO TO 750+y
7010 LET s=s+1: PRINT AT 1,0: INK 4;3;" " IF s=0 THEN BEEP 1,10: GO TO 7020
7499 RETURN
7500 LET s=s+3000: PRINT AT 0,7: INK 7;sc
7501 LET i=a+1: PRINT AT 0,20: INK 7;sc
7510 PRINT AT 10,0;"BONUS-500 POINTS" BEEP 1,10: BEEP .1,40
7520 LET s=3: CLS : GO TO 800
8000 PRINT AT 10,10;"GAME OVER" FOR 3000,50: RANDOMIZE USR 3000
8010 PRINT AT 21,0;"PRESS Y TO REPLAY OR N TO STOP"
8020 IF IN$=Y THEN CLS : GO TO 740
8021 IF IN$=N THEN STOP
8030 GO TO 8020
9000 PRINT AT 11,7;"CHALLENGING STAGE" FOR 3000,20: RANDOMIZE USR 3000
9010 PRINT "GET TO THE 1 IN THE TIME ALLOWED"
9020 FOR s=0 TO 200: NEXT s: RETURN

```


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Rebalance this sheet

The BBC Micro can now give an astonishing new account of itself.

Because with Acornsoft's new 16K ViewSheet ROM, it develops a head for figures which can save you a vast amount of arduous brainwork.

Imagine, for instance, that you had to make several adjustments to a balance sheet.

If you made those adjustments on ViewSheet, it would revise the balance automatically in a split second.

Or imagine that you had to add 15% VAT to every figure on a price list containing 500 items.

ViewSheet can add the tax to each and every one of those items simultaneously. And once again, in virtually a second.

As simple as pencil and paper.

ViewSheet is a computer-based spreadsheet, the figure processing version of a word processor.

With 255 columns in width and 255 rows in depth, it's also one of the largest spreadsheets on the market.

Originating the sheet is as easy as originating an ordinary worksheet with pencil and paper.

Because ViewSheet comes with an easy-to-follow reference card.

It enables even the most inexperienced users to feed all the data they need to use, and store on disc or cassette, into the BBC Micro.

You can nominate headings and sub-headings. And you can create bar charts to display figures graphically.

Ten windows for perfect vision.

The sheer size of ViewSheet makes it impossible for the whole sheet to be visible on the monitor at once.

That's why ViewSheet has ten windows, enabling you to see up to ten different sections of the sheet at any one time.

You can summon the windows onto



eet in one second.

the screen at the press of a key.

You can cross-reference sections, or even reposition them on the sheet, whenever you need to.

And you can print them out individually, as well as all together.

The possibilities are virtually endless.

By creating special disc files from ViewSheet, you can link two or more spreadsheets together. This means you can build models much bigger than the BBC Micro's considerable memory.

ViewSheet is also compatible with Acornsoft's View word-processing package. This enables you to produce reports and documents which combine text and figures.

In addition, you can use ViewSheet in any screen mode.

making the most of the BBC Micro's potential. And if you use it with the 6502 second processor, you'll have no less than 30K of workspace in any mode.

For only £59.80,

you too can have figures like this.

The ViewSheet ROM can be fitted by your BBC Micro dealer in less than three minutes. And with its straightforward user guide, function



key card and reference card, it'll soon have you juggling figures at lightning speed.

Indeed, at only £59.80, it's an invaluable asset for anyone involved in professional or personal finance, forecasts, formulae and analysis.



ViewSheet's operations and functions listed

The operations supported by ViewSheet are: addition, subtraction, multiplication, division, squaring and bracketed operations.

And the functions supported are: ABS, ACS, ASN, SIN, SCN, RAD, STN, COS, DEG, TAN, INT LN, LOG, FLOR, TUN, MIN, @ FLAG, MAX, CHOOSE, LOOKUP, COL, IF, REAR, ROW and WHITE.

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